



# DOODLE BUG

## *instructions*

*for use with APPLE II™ computer systems*

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# DOODLE BUG

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**A K-TEK™ product for APPLE II™ computer systems**

The Doodle Bug will getcha if you don't watch out. Hide out and always keep your eye on the King Bug of Doodle. He's lived a thousand years on the tasty flesh of innocent creatures which have strayed into his lair. Stay out of his way or it's all over. Through the light-filled clearing you dash, always a nimble step away from the path of darkness. Use the joystick to move you in the right direction and escape.



- **LOAD** by turning on the computer and disk drive.
- **INSERT** the game diskette into disk drive and close door, the game will begin loading into computer. When loading is complete, the game will begin.
- **TO PLAY:** when program finishes loading, the title appears and game begins. Playing field is a large, light area bordered by a black square. Your position starts in the lower right corner. The Doodle King starts in the upper left corner. Your path is white, the Doodle's is black. The Doodlebug will start moving in a zig-zag way from upper left to lower right. Move yourself from lower right to upper left corner with the joystick. Don't touch the black Doodle's path. If you do, the round is over. The computer will display your score and skill level depending on how far you've moved and new round will begin.
- **PRESS "Q"** to turn off round during game, or "N" to turn on sound. Press firebutton on Joystick to start new game.

**REQUIREMENTS:** Apple II™ Computer, Disk Drive, One Joystick & Hi-Resolution Screen.

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